

III. AMENDMENTS TO THE SPECIFICATION

On Page 9, Paragraph 1:

Fig. 7 is an exemplary view showing a ~~trading card~~ trading cards in which original character data are stored and a trading card in which updated character data are stored.

On Page 11, Paragraph 1:

The sound circuit 43 is connected to a sound amplifier 45 that outputs sounds corresponding to various types of images displayed on the display monitor ~~14~~26. The graphic display circuit 44 displays images, which are selected by control signals from the CPU 41, on the display monitor 26.

On Page 12, Paragraph 1:

Further, a trading-card-transfer device 51 is connected to the CPU ~~40~~41. The trading-card-transfer device 51 transfers and accommodates the trading cards taken in the satellite devices 12 and those to be paid out, upon receiving control signals from the CPU 41.

On Page 15, Paragraph 1:

In a game of the gaming machine 10, if a main character travels to a prescribed place in the virtual world, a trading card, in which updated character data (~~hereinafter called "updated character data"~~) relating to the original character data (~~hereinafter called "original character data"~~) is stored, will be paid out. The updated character data in the paid out trading card is based on the original character data read from a trading card by the reader/writer 50 and advancing status of the game.

On Page 16, Paragraph 5:

Since the gaming machine is provided with three trading card slots 17, it is possible to read character data from three inserted trading cards at the same time.

Although not being illustrated, in Step S10, where no trading card is inserted in the trading card slot 17, an image for urging a game player to insert a trading card into the trading card slots 17 may be displayed on the display monitor 14 from the trading card, for example.

On Page 19, Paragraph 3:

When the subroutine shown in FIG. 6-5 is being carried out, the controller 40, printing device 49, reader/writer 50, and trading-card-transfer device 51 function as payout means for paying out one or a plurality of trading cards, in which character data related to one or a plurality of original character data are stored, on the basis of the corresponding one or plurality of original character data and the status of the game.

IN THE ABSTRACT:

Due to substantial amendments, a new Abstract of the Disclosure in clean text form without markings is filed herewith and submitted on a separate sheet (37 CFR 1.72). Please cancel the previous abstract.

A gaming machine provided with data reading means for reading character data from at least one inserted trading card; and payout means for paying out at least one reward trading card, wherein the at least one reward trading card stores updated character data on a basis of both a status of a game and the character data read by the data reading means. A game player has a sense of attachment to the trading cards, and a desire for collection of trading cards is brought in playing games. A gaming machine includes a data reading device and a payout device. The data reading device reads character data from at least one inserted trading card. The payout device pays out at least one reward trading card. The at least one reward trading card stores updated character data on a basis of both a status of the game and the character data read by the data reading device.